

L Number	Hits	Search Text	DB	Time stamp
1	115	(463/51).CCLS.	USPAT	2003/01/21 11:51
2	69	(463/48).CCLS.	USPAT	2003/01/21 11:52
3	34	(463/53).CCLS.	USPAT	2003/01/21 11:52
4	139	(463/7).CCLS.	USPAT	2003/01/21 11:54
-	33	photography near game) (photoshoot near game) (Camera near game	USPAT	2002/06/19 11:29
-	163	camera & target & video adj game	USPAT	2002/06/18 12:11
-	82	gun & target & video adj game	USPAT	2002/06/18 12:11
-	114	(463/51).CCLS.	USPAT	2003/01/21 11:51
-	69	(463/48).CCLS.	USPAT	2003/01/21 11:52
-	31	(463/53).CCLS.	USPAT	2003/01/21 11:52
-	389	target & translucent & project	USPAT	2002/06/18 15:20
-	78	target & translucent & project & game	USPAT	2002/06/18 15:21
-	0	target & gun & photoelectric & v-sync	USPAT	2002/06/19 09:32
-	40	target & gun & photoelectric & synchronization	USPAT	2002/06/19 09:43
-	50	target & flash & photoelectric & synchronization	USPAT	2002/06/19 10:02
-	4	target & strobe & photoelectric & synchronization & game	USPAT	2002/06/19 10:08
-	0	target & blink & photoelectric & synchronization & game	USPAT	2002/06/19 10:08
-	23755	takashi .in.	USPAT	2002/06/19 10:24
-	1656	takashi.in. & camera	USPAT	2002/06/19 10:24
-	28	(takashi.in. & camera) & game	USPAT	2002/06/19 10:32
-	782	seiichiro.in.	USPAT	2002/06/19 10:32
-	50	seiichiro.in. & camera	USPAT	2002/06/19 10:33
-	4	(seiichiro.in. & camera) & game	USPAT	2002/06/19 10:33
-	123	(463/7).CCLS.	USPAT	2003/01/21 11:53